COLLECTION

Expanded Armory

Created by Jhamkul's Forge @jhamkul

Art by Gunship Revolution (Jen Santos) for Paizo
(Pathfinder 2E, RPG: Beginner Box)

Collection - Expanded Armory

Light Armor

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Gambeson	11 + Dex modifier	-	-	10 lb.	15 gp

Medium Armor

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Brigandine	14 + Dex modifier (max 2)	Str 13	-	20 lb.	25 gp

Heavy Armor

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Lamellar	15	Str 11	Disadvantage	40 lb.	50 gp

Shield

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Buckler	+1	-	-	3 lb.	5 gp
Spiked Shield	+1	-	-	8 lb.	25 gp
Tower Shield	+3	Str 15	Disadvantage	45 lb.	75 gp

Accessories & Attachments

Name	Armor Class (AC)	Armor Proficiency	Strength	Stealth	Weight	Cost
Closed Helmet	+2	Heavy Armor	Str 11	Disadvantage	8 lb.	25 gp
Gauntlets	+1	Medium or Heavy Armor	-	-	4 lb.	10 gp
Kettle Helmet	+1	Medium Armor	-	-	4 lb.	8 gp
Pauldron	+1	Heavy Armor	-	Disadvantage	7 lb.	18 gp
Shoulder Guard	+1	Light or Medium Armor	-	-	5 lb.	10 gp

Light Armor

Gambeson

A padded jacket of quilted cloth, serving as light protection and often worn beneath heavier armor.

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Gambeson	11 + Dex modifier	-	-	10 lb.	15 gp

Special (Padding). A gambeson can be worn beneath medium or heavy armor. Its AC does not stack with the armor worn over it, but it still provides its damage reduction. While wearing a gambeson, slashing damage you take is reduced by 1.

Medium Armor

Brigandine

A padded jacket of quilted cloth, serving as light protection and often worn beneath heavier armor.

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Brigandine	14 + Dex modifier (max 2)	Str 13	-	20 lb.	25 gp

Special (Reinforced). While wearing a brigandine, bludgeoning damage you take is reduced by 1.

Heavy Armor

Lamellar

A heavy cuirass of small, overlapping metal or hardened leather plates bound by cord.

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Lamellar	15	Str 11	Disadvantage	40 lb.	50 gp

Special (Layered Plates). While wearing lamellar, piercing damage you take is reduced by 1.

Shield

Buckler

A small, round shield strapped to the forearm, offering quick parries and mobility.

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Buckler	+1	-	-	3 lb.	5 gp

Special (Free Hand). You can use a buckler if you have proficiency with light armor, even if you lack proficiency with shields. You can perform the somatic components of spells while holding a buckler.

Spiked Shield

A reinforced shield fitted with spikes or jagged edges, suited for both defense and offense.

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Spiked Shield	+1	-	-	8 lb.	25 gp

Special (Offensive). You must be proficient with medium armor and shields to use a spiked shield. A spiked shield functions as both a shield and a simple melee weapon with the light property. When you take the Attack action, you can forgo one of your weapon attacks to make a melee attack with the shield. On a hit, the target takes 1d4 piercing damage plus your Strength modifier. Whenever you successfully shove a creature using the shield, you also deal this damage to the target.

Tower Shield

A massive shield that can cover nearly the entire body, offering unmatched protection at the cost of agility.

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Tower Shield	+3	Str 15	Disadvantage	45 lb.	75 gp

Special (Bulwark). You must be proficient with heavy armor and shields to use a tower shield. While wielding it, your speed is reduced by 5 feet, and you can hold only one tower shield at a time. In your other hand, you must wield a one-handed light weapon or a weapon with no properties (such as a mace or flail), or you have disadvantage on attack rolls.

Accessories & Attachments

Closed Helmet

A full-visor helmet that encloses the head and face for maximum protection at the cost of some sensory awareness.

Name	Armor Class (AC)	Armor Proficiency	Strength	Stealth	Weight	Cost
Closed Helmet	+2	Heavy Armor	Str 11	Disadvantage	8 lb.	25 gp

Special (Enclosed). While wearing a closed helmet, you have a –3 penalty to your passive Perception and to Wisdom (Perception) checks that rely on sight or hearing. In addition, you have disadvantage on saving throws against being deafened.

Gauntlets

Leather gloves fitted with steel plates or full steel gloves designed to protect the hands while allowing weapon use.

Name	Armor Class (AC)	Armor Proficiency	Strength	Stealth	Weight	Cost
Gauntlets	+1	Medium or Heavy Armor	-	-	4 lb.	10 gp

Special (Encumbered Grip). Gauntlets can be worn with medium or heavy armor. While wearing gauntlets, your unarmed strikes deal 1d4 bludgeoning damage instead of the usual 1 + your Strength modifier. You have disadvantage on Dexterity (Sleight of Hand) checks and on ability checks requiring fine manual dexterity, such as using thieves' tools or performing delicate tasks.

Kettle Helmet

An open-faced, broad-brimmed iron cap, often worn by infantry.

Name	Armor Class (AC)	Armor Proficiency	Strength	Stealth	Weight	Cost
Kettle Helmet	+1	Medium Armor	-	-	4 lb.	8 gp

Special (Broad Rim). While wearing this helmet, you cannot have disadvantage on Wisdom (Perception) checks that rely on sight caused by the weather, for instance bright light (such as sunlight or flashes) or by heavy precipitation (such as rain, sleet, or snow).

Pauldron

A larger, articulated shoulder plate that covers the upper arm and part of the chest.

Name	Armor Class (AC)	Armor Proficiency	Strength	Stealth	Weight	Cost
Pauldron	+1	Heavy Armor	-	Disadvantage	7 lb.	18 gp

Special (Deflect). A pauldron must be attached to heavy armor. The first melee attack that hits you each round deals 2 less damage.

Shoulder Guard

A single reinforced plate or hardened leather guard strapped over one shoulder.

Name	Armor Class (AC)	Armor Proficiency	Strength	Stealth	Weight	Cost
Shoulder Guard	+1	Light or Medium Armor	-	-	5 lb.	10 gp

Special (Deflect). A pauldron must be attached to heavy armor. The first melee attack that hits you each round deals 1 less damage.

Courier's Vest

Armor (gambeson), Uncommon (requires attunement by a spellcaster)

Couriers serving arch mages and important lords of big cities in the border wars wore these padded coats, stitched with runes meant help these messenger deliver the letters fast and from a safe distance.

Art by ***Zahra.3D***

Reverberating Step. Once per turn, when you move 15 feet or more on your turn, you can cause your next spell with a range of touch or self to instead have a range of 10 feet. The spell must be cast before the end of your turn.

Mnemonic Rhythm. While you are concentrating on a spell, your speed increases by 10 feet, and you have advantage on the first Constitution saving throw you make to maintain concentration each day.

Black Hound Brigandine

Armor (brigandine), Uncommon

This battered brigandine carries the stink of old tavern smoke and battlefield mud. Its rivets are dark with use, favored by mercenaries who earned coin in blood and ale. The armor seems to anticipate the dirtiest tricks.

Art by ***Janson Sy***

Low Guard. When a creature you can see makes an attack roll against you with advantage, you can choose for the advantage to be negated. Once this property prevents advantage from an attack, you cannot do so again until the start of your next turn. You can use this property twice, you cannot do so again until the next dawn.

Warlord's Lamellar

Armor (lamellar), Uncommon (requires attunement)

This lamellar once bore a battle standard fixed to its back. Even without the banner, its cords stiffen as though a host was marching behind you.

Unyielding Line. While you are wearing this armor, allies within 5 feet of you can't be pushed or knocked prone unless you are.

Duelist's Guard

Armor, shield (buckler), Uncommon

This polished forearm shield often used by fencers and duelists who rely on quick reflexes to create openings rather than brute force.

Swift Guard. You can don or doff this shield as a bonus action instead of an action.

Exploiting the Miss. If a melee attack misses you by 5 or more while you wield this buckler, you can use your reaction to create an opening. The next attack roll made against the attacker before the start of its next turn is made with advantage.

Art from *Dark Souls* 3 (Fromsoftware)

Arena Basher

Armor, shield (spiked shield), Uncommon

The rim of this scarred shield is battered flat, meant for smashing foes back.

Driving Slam. When you shove a creature and push it at least 5 feet, you can immediately move into the space it just left without expending movement. If this movement brings you adjacent to another hostile creature, you have advantage on the first attack roll you make against that creature before the end of your turn.

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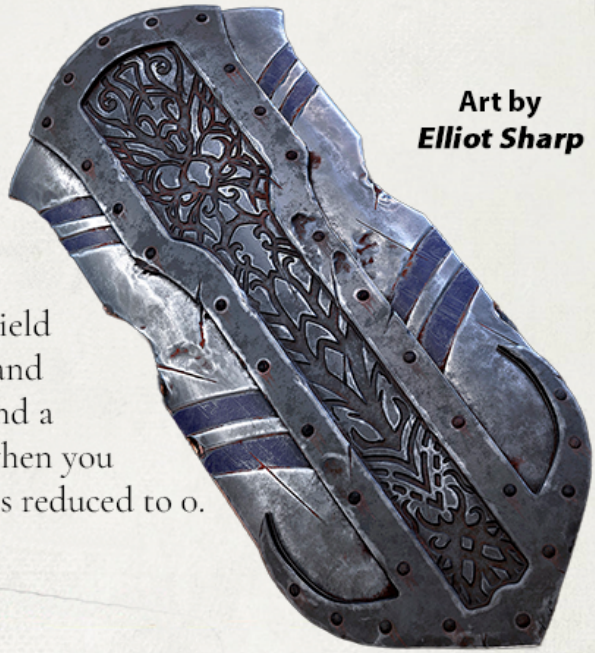
Sentinel's Tower

Armor, shield (tower shield), Uncommon (requires attunement)



Art by ***Elliot Sharp***

This towering wall of steel bears the sigil of a long-fallen empire, remembered for its disciplined shield formations.

Wall of Iron. As a bonus action, you can plant this shield firmly before you. Until the start of your next turn, you and creature 5 feet behind you gain half cover from attacks and a effects that originate from the direction you are facing when you plant the shield. While the shield is planted, your speed is reduced to 0.

Wyrmjaw Helm

Armor (closed helmet), Uncommon

This helm is wrought in the likeness of a dragon's snarling maw. The visor's teeth interlock like fangs, and when it snaps shut, a low, resonant growl seems to echo from within.

Breath of the Red Tyrant. As a bonus action, you can lower the visor and choose one creature within 30 feet of you that can see you. The creature must succeed on a DC 14 Wisdom saving throw or be frightened of you until the end of your next turn.

Art by ***Yury Solntsev***

While the visor is lowered, you can use a bonus action to raise it and release fire in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much on a success. Any frightened creatures make this saving throw with disadvantage. Once you release this fire, the visor is considered raised.

You can use this property twice, and you regain all expended uses when you finish a long rest.

Gloves of the Gravedigger

Armor (gauntlets), Uncommon

These cracked leather gauntlets are reinforced with bone plates made of gold. They once belonged to a grave domain cleric who tended an isolated cemetery, performing both burials and last rites in solitude.

Gravegrip. You can use your Wisdom modifier instead of Strength for Athletics checks you make to grapple undead, and for attack and damage rolls of unarmed strikes you make against them.

Eternal Rest. When you reduce an undead creature to 0 Hit Points while wearing these gauntlets, you regain 1d4 hit points.

Art by
Corinne (Cook) Caro

Raincatcher's Cap

Armor (kettle helmet), Uncommon

The wide brim of this helm is grooved with narrow channels, designed to catch and guide water. Soldiers on long marches trusted these helms more than any waterskin.

Cleansed Draught. Water caught in the helm and drunk from it is treated as if affected by the purify food and drink spell. In addition, the helm condenses up to 1 pint of clean water each day from ambient moisture, provided it is exposed to open air. If the helm is left upside down with the opening facing up for at least 1 hour, it produces half a gallon of clean water each day.

Long Journey. When you finish a short rest while wearing this helmet, you may choose to temporarily suppress the effects of one level of exhaustion for 1 hour instead of spending Hit Dice. When the hour ends, the suppressed level of exhaustion returns and continues to affect you until removed. Once you use this property, you can't do so again until you finish a long rest.

Raven's Wing

Armor (shoulder guard), Uncommon (requires attunement by a fighter, ranger, or rogue)

This guard is studded with black feathers lacquered into the iron. It was carried by scouts who wanted to vanish like shadows on the wing.

Watchful Angle. When you roll initiative and are not surprised, you can immediately take the Hide action as part of the same roll, even if you are being observed or in bright light. Once you use this property, you can't use it again until you finish a short or long rest.

Clangor of Veyrun

Armor (pauldron), Uncommon (requires attunement by a cleric, fighter, or paladin)

This heavy bronze pauldron is shaped like the open jaws of a great cat, its ridges echoing with a deep growl when struck. Once carried by Veyrun, a war cleric whose battle cry was said to rumble like a hunting beast, it punished those who came too close.

Predator's Roar. Once per turn, when you take damage from a melee attack made within 5 feet, the attacker must succeed on a Constitution saving throw (DC 13 or your spell save DC, whichever is higher) or use its reaction to drop the weapon that attacked you with and cover their ears until the start of its next turn.

Art by ***H s***